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FIRESIDE CHAT

I think I'll start this month's column with a bit of MACE trivia. Did you know that five out of nine officers run bulletin boards? Or that all nine have telephones? Did you know that MACE has a hotline and a P.O. box? Wow, look at all the different ways you can get ahold of us!

The way I've got this all figured out is that you're here because you want to be. We're here because you want us to be. We really appreciate that and want to do the best job we can for you. So, what's the hitch? Well, we really don't quite know for sure what you want. So hey, we're all friends here, I hope, so let's talk.

Now, on to other things. Remember a few months back we had MACE swap night? I've been thinking it would kinda be fun to do that again. At first I thought December but then I said to myself, "No, that's Christmas shopping." So then I said, "Maybe January would be nice. Everyone could swap all those goodies they really didn't want as gifts!" So if you want to have another MACE swap night just jump up at this meeting and say, "Hey Scott, let's do it again!"

Well, I better get going. I'm trying to clean a turkey and it keeps jumping out of the tub! Anyhow, I would like to wish each and every one of you, families included, a very safe and happy Thanksgiving!

Kirk

DISK SWAPS

MACE is willing to swap disks from its program library with other user groups. If you are interested in such a swap, please contact Sharie Middlebrook at the MACE PO Box. Send a list of the programs which you have available to swap as well as the name, address, and phone number of the person to contact.

CALLING ALL SIGS

We have the following information about existing Special Interest Groups. If you would like your SIG listed here, send the information to the Journal editor.

Assembler SIG: Secretary, Todd Meitzner 542-1752

Next meeting: 7:00 pm, December 6th at Phil Heavin's house in Sterling Heights. Meetings are the 1st Thursday of each month. Call Phil at 939-6213 or Todd Meitzner for more information. Formal beginners classes are not offered, but questions are always welcome.

East Side SIG: Mike Simpson 751-7290

Next meeting: 7:00 pm, December 4th at Italian Cultural Community Center, 28111 Imperial in Warren (between Hoover and Schoenherr). Meetings are the 1st Tuesday of each month, except for January, when the meeting will be on January 9th. This is a problem-solving group. Bring your questions.

ATARIMUSIC SIG: Mike Lechkun 978-8432

Next meeting: Date, time and place to be announced. Check with Mike. This is a hands-on SIG for the creation of music files. BYO Music.

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Submissions to the Journal can be mailed to the PO Box, uploaded to the MACE BBSs or any officer's BBS, or uploaded directly to the editor at 646-4455. (Call first to arrange this.) Where possible, submissions should include a disk or tape file in AtariWriter or similar format and a working copy of the program. Specify format for screen dumps. Published authors will receive a free disk or tape from the MACE program library.

LOGO MAZE CONSTRUCTION SET

by Ruth Gorishek

This program was written for a class I am taking at Oakland University. It is designed to teach young children the prerequisite skills for learning Logo by moving the turtle through a maze. It is a starting point from which you can build the needed skills to teach programming in Logo. I have used it with kindergarten students.

Young children, generally, do not have the understanding of right and left that is used in Logo. I have found that Logo commands are difficult for some young children to tackle on their first try. So this program uses a simplified version of Logo using R for right (RT 90), L for left (LT 90), F for forward (FD 10), and B for backward (BK 10). I placed vinyl adhesive letters on these keys so the student could locate the keys needed to make the turtle move. You may want to explain what each letter stands for before beginning. You will find that the student will learn the concept by just doing it. An association between R and the direction right and F and forward will soon develop.

The beauty of this program and Logo is that you can easily tailor it to fit your needs. You could make any key mean right or left just by changing the MOVE procedure. I will explain more about that later. Feel free to change the words throughout the program to fit how you think. Make it to your liking. Any procedures not defined here are Logo primitives, which are explained in the Atari Logo Reference Manual.

We will begin by entering the procedures that make the turtle move. PLOD is the procedure to make the turtle move forward. PLOD.R means turn right 90 degrees. PLOD.L means turn left 90 degrees, and PLOD.B will move backward and erase the line while moving. All these commands have sound effects using TOOT. In the PLOD and PLOD.B commands, using the COND operation, I have set up the condition that if the turtle runs into the lines of the maze it will not go through. Type in the

following commands:

```
TO PLOD
FD 10
TOOT 0 130 15 4
IF COND 1 [OOPS]
END
```

```
TO PLOD.R
RT 90
TOOT 0 190 15 3
END
```

```
TO PLOD.L
LT 90
TOOT 0 250 15 3
END
```

```
TO PLOD.B
PE BK 10
TOOT 0 100 15 4
IF COND 1 [OOPS.B]
PD
END
```

```
TO OOPS
C.H PART A
PE BK 10 PD
END
```

```
TO OOPS.B
A PART C.H
FD 10
END
```

Now try it out. Enter PLOD and see what happens. The turtle should make a beep and move forward. If it doesn't check your typing. Try the other words and make sure they all do what they should. Next we will add a procedure to make it simpler for children to use.

The MOVE procedure will make the turtle move only if you hit certain keys. This uses the RC operation. The turtle will move forward just by pressing F. You will not need to hit RETURN.

You might note that R is on the left side of the keyboard and L is on the right side of the keyboard. Because of this you may wish to try another way. You might want to use the arrow

keys. This would be excellent for younger children. This is something for you advanced programmers to try. Or you might want to make a particular key into a directional arrow and use a label on that particular key to denote the direction of the turtle. Be creative and tailor this to your own needs.

```
TO MOVE
ST
MAKE "CHAR RC
IF :CHAR = "F [PLOT]
IF :CHAR = "R [PLOT,R]
IF :CHAR = "L [PLOT,L]
IF :CHAR = "B [PLOT,B]
IF :CHAR = "A [CS HT STOP]
MOVE
END
```

I have made A, for All gone, the procedural call for clearing the screen and getting out of the RC operation. The STOP command stops the MOVE procedure and returns control to its caller. You can also hit the BREAK key to stop the operation.

It is possible that you may want to use a key other than A. When A is pressed everything on the screen will be erased. If you are using this with very young children and do not want them to erase the screen by accident, use a letter that needs the shift key. This should make it a little less likely for the screen to be cleared by mistake. I used the A key because my students learned to make their own mazes and needed an easy key to find to erase the screen and begin again.

To get the simple turtle procedures to initiate I had the students type in their name. After they entered their name the turtle would go to the start of the maze and be ready to move. Here is that procedure. Substitute any name you want to use for mine.

```
TO GO
CS
PU HOME SETPN 2
LT 90 FD 10
RT 90 PD
ST
END
```

```
TO RUTH
GO
MOVE
END
```

Try it out now. Type in the name you substituted for mine and make the turtle move. I suggest playing with these simple turtle procedures first before beginning to use the maze program. A young child will need some practice before attempting to go through the maze.

The idea of using a maze for the turtle to move through is not new. You can easily draw a maze on a piece of vinyl acetate that you place over the TV screen. I thought it would be interesting to use Logo to make the maze. Here are the procedures needed. I will give a brief explanation after each procedure.

```
TO SWITCH.R
PU RT 90 FD 20 LT 90 PD
END
```

```
TO SWITCH.L
PU LT 90 FD 20 RT 90 PD
END
```

These move the turtle from one side to the other to make the corner turns. The rest of the procedures will make the maze. Each procedure has an erase procedure.

```
TO AHEAD
FD 20 SWITCH.L BK 20
FD 20 SWITCH.R
END
```

```
TO AHEAD.ERASE
PE SWITCH.L PE BK 20 FD 20
SWITCH.R PE BK 20 PD
END
```

This will erase the AHEAD procedure.

```
TO AHEAD.R
SWITCH.L
FD 20 RT 90 FD 20
SWITCH.R
END
```

```

TO AHEAD.RERASE
PE
SWITCH.L PE BK 20
LT 90 BK 20 SWITCH.R
PD
END

```

```

TO AHEAD.L
FD 20 LT 90 FD 20
END

```

```

TO AHEAD.LERASE
PE BK 20 RT 90 BK 20
PD
END

```

I have used the RC operation again to make creating the maze easy enough for young children to do. F will make a forward double line. R will make a corner shape going right. L will make a corner shape left. B will erase the forward double line. 1 (one) will erase the L procedure and 0 (zero) will erase the R procedure. E will close the maze with a line and put the WHEN demon to use. Let's look at this a little closer. Type in:

```

TO FINISH
SETPN 0
LT 90 FD 20
PU HT
WHEN 0 [HT PU PLAY]
END

```

[Note: Do not be concerned when it comes back with I DON'T KNOW HOW TO PLAY.]

To close the maze, I have changed the pen color with SETPN 0 and made a line. Then I set in motion a WHEN command that will hide the turtle and play a song when the turtle collides with this line. The WHEN command is used to set up a reward (song) for reaching the end of the maze.

Now type in the Simple Maze Construction Set procedure.

```

TO MAZE
CS PD SETPN 1
MAKE "CHAR RC

```

```

IF :CHAR = "F [AHEAD]
IF :CHAR = "L [AHEAD.L]
IF :CHAR = "R [AHEAD.R]
IF :CHAR = "B [AHEAD.ERASE]
IF :CHAR = "E [FINISH STOP]
IF :CHAR = "1 [AHEAD.LERASE]
IF :CHAR = "0 [AHEAD.RERASE]
MAZE
END

```

I made M the procedural call for making the maze. This way it will be easier for young children.

```

TO M
MAZE
END

```

Now for the music part of the program. I used the Music Composer Cartridge to tune the TOOT command. I have made it possible for you to make your own PLAY procedure. Here is what you need to do. First type in the following procedures for the notes:

```

TO C
TOOT 0 130 15 12
END

```

```

TO D
TOOT 0 145 15 12
END

```

```

TO E
TOOT 0 165 15 12
END

```

```

TO F
TOOT 0 175 15 12
END

```

```

TO G
TOOT 0 195 15 12
END

```

```

TO A
TOOT 0 220 15 12
END

```

```

TO B
TOOT 0 245 15 12
END

```

```
TO C.H
TOOT 0 260 15 12
END
```

The TOOT command works as follows. TOOT space VOICE (0 OR 1) space FREQUENCY (14 ON UP) VOLUME (0 soft to 15 loud) space DURATION (0 TO 255)
Here is an example:

```
TOOT 1 220 4 120
```

This will use voice one with a frequency of 220, a volume of 4, and a duration of 120.

Now try it out by typing in the C and the other musical note letters. C.H is the higher C. To create your song you will need some other procedures:

```
TO PART
WAIT 12
END
```

```
TO REST
WAIT 24
END
```

PART is used to make a pause between notes when a note is used more than once in a row. If you don't use it when entering notes repeated more than once in row it will sound strange. The REST is used when there is a rest that is the same length as the note. You can place more than one REST together to get a longer rest. Or you can enter more than one note in a row to get a longer note. To create your song make a procedure and call it PLAY. Then enter the notes of your tune. I used Merrily She Rolls Along.

```
TO PLAY
B A G A B PART B PART B REST
A PART A PART A REST
B PART B PART B REST
B A G A B PART B PART B REST
A PART A B A G G
END
```

Now to make the maze, type either MAZE or M. This will set in motion the RC operation to make the maze. The maze begins in the center of the screen. You can change the position but

remember to change the GO procedure to the same place. Enter either F, L, or R to make the maze. If you make a mistake, use the erase procedure. If you want to stop use the BREAK key. You will need to enter M again to start over. When you are finished with your maze enter E to end. Then enter your name to set the simple turtle procedures into control. Now use the simple turtle procedures to go through the maze.

It is puzzling that when you reach the end of the maze the song plays through twice. Also, if you enter any key other than A (or the moving procedural letters) the song will play again. I don't know exactly why this happens but it does make it self-correcting. To get the process to proceed you must enter A; no other key will work. A clears the screen and readies the screen for another maze.

If you want to make a certain maze and use it over and over just make a procedure using the AHEAD procedures. The rest is up to you. You have the parts to use and change.

Here are some ideas to try. You might want to make a more elaborate maze using T connections and use the SWITCH procedures to make different shapes. Use the PENUP command to move to other places. Change the screen color. Change the F command, using a variable, so you can enter the distance every time. Older children might like to use regular Logo commands to go through the maze.

If you have any questions or comments give me a call at (313) 949-5472 or write to me in care of the Maze Journal.



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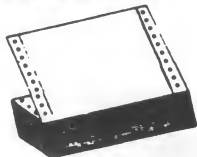


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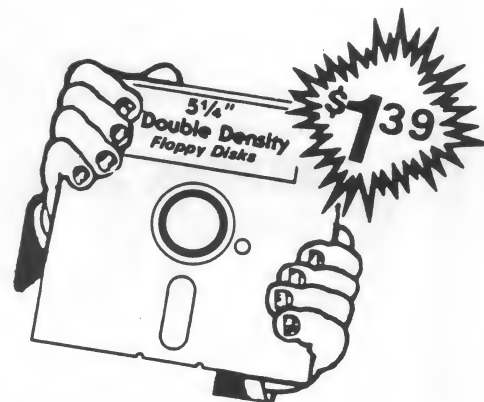
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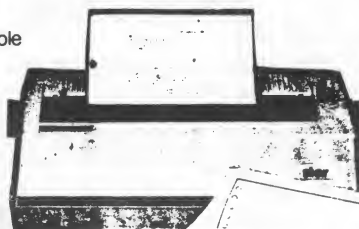
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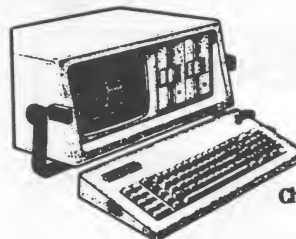


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LISTER:

Print graphics characters in your program listings

by Ann McBain Ezzell

One of the few complaints I have about my Gemini-10 printer is that it cannot list programs which contain special graphics characters. Inverse video characters usually print out as strange international characters; other graphics characters ring the "Out of Paper" bell, cause form feeds, and otherwise mess up my listing. When I read Sol Gruber's article "Rotating Fonts", in Antic Volume 2, Number 10 (January 1984), I realized that his font-rotating routine could be adapted to use with a listing program. I ended up writing two programs: DEFONT, which creates a file to hold the rotated font data, and LISTER, which uses the dot-addressable graphics mode of the printer to list all graphics characters. Both programs as written will work with a disk system but can easily be altered to work with cassette storage.

The theory behind Mr. Gruber's rotating routine is well-explained in his article. Briefly, the eight-by-eight bit grid that corresponds to each character in the Atari's character set is "rotated" so that the eight bytes comprising it are read vertically instead of horizontally. When these "vertical" bytes are sent to the printer, eight for each character, the vertical pins on the printer fire properly to produce the characters. The dot-addressable graphics mode is used to produce bit-mapped characters.

Rotating each character in turn during a printing operation would be abominably slow, so DEFONT creates a string to hold the rotated character data. This string is saved to disk or cassette, then read in by LISTER, which reads a listed file line by line from disk or cassette, converts it to the proper format, and sends it to the printer.

PROGRAM DETAILS:

DEFONT: Defines FONT\$ to hold rotated character data

The character set in the Atari is not stored in ATASCII order; rather, there is a special internal character code. I wanted to be able to access my FONT\$ by ATASCII value, so the first step in DEFONT is to set up an array ICC(I) which holds the internal character code values for the ATASCII values of I. Only 128 values need to be used, because the second 128 characters are simply inverses of the first 128.

Lines 3000-3090 are adapted from Mr. Gruber's routine and modified to work on a printer with the MSB (most significant bit) firing the top pin, such as a Gemini or Epson. Users with NEC or other LSB- top printers will have to change these lines or learn to read upside-down. Line 3010 sets the variable CHARSET equal to 57344, the beginning of Atari's character set in ROM. To use this program with your own custom character set, simply replace 57344 with the starting address of your set.

CHR\$(155) is the EOL (end of line) character. When my Gemini receives this character, even in dot graphics mode, it does not print properly. I found that replacing any 155's in FONT\$ with 154's produced a character that looked more normal (lines 5000-5060). The only occurrences of 155's in FONT\$ as created from Atari's normal character set are in the inverse video "A". If you use another character set, you may have to experiment to see which value is the best replacement for 155.

Once FONT\$ has been created, DEFONT uses a machine language routine to store the data to a disk or cassette file. Lines 6000-6060 set up the IOCB (Input/Output Control Block) to handle this transfer. This method of data transfer has been explained in several books and articles. A good reference is "Mapping the Atari" by Ian Chadwick (COMPUTE! Books, (c) 1983).

LISTER: Generates printer listing

LISTER uses the same machine language I/O routine to read in FONT\$. Storing the data in this fashion saves a lot of typing of graphics characters. Once the program has been run, you can print more listings without loading

FONT\$ in again as long as you do not stop the program. If you have to interrupt the program for some reason, a "GOTO 180" from immediate mode may get you back on the right track.

Lines 50-90 read in 60 strings from your chosen file. These strings are concatenated to form HOLD\$, with the lengths of the individual substrings stored in the array SLEN. This method cuts down on the amount of time spent accessing the disk or cassette.

Once all 60 lines have been read in, each substring (i.e. program line) is converted to OUT\$ and sent to the printer. OUT\$ is formed by finding the eight-character part of FONT\$ that corresponds to the ATASCII value of each character in the substring. The actual printing occurs in lines 140 and 150. Printers other than Gemini may require a different set of printing commands to set up the dot graphics mode.

Line 170 inserts six blank lines between every 60 program lines to skip over paper perforations. The program continues until it reaches the end of the listing file.

USING THE PROGRAMS:

DEFONT: Type in Listing 1 and check it carefully. Be sure to save a copy before running it. When you run the program, you will see a title screen with a short explanation. Once you press a key, the screen will go blank while FONT\$ is being formed. Turning off the screen display frees up more time for the main processor. So that you won't think that your computer has abandoned you, the program periodically gooses the internal speaker to make it click. (You won't hear the clicks right away, so give it a minute or two.) If you don't hear these clicks, hit SYSTEM RESET and check your program. You can change the POKE 559,0 in line 3010 to POKE 559,34 so that the screen won't black out and you will be able to see any error messages. Change line 3010 back before running the corrected program.

After FONT\$ is complete, the screen display will come back and instruct you to prepare your storage device. Press any key when you are ready and FONT\$ will be saved for you.

The disk version will create a file called "FONTSTRG". If you are using a cassette or a disk drive other than #1, change the OPEN command in line 6050 accordingly. No other changes should be necessary.

LISTER: Type in and check Listing 2 as for DEFONT. Make sure that you have the FONT\$ file on the disk or cassette you are using and have listed copies of any programs you want to print. When you first run the program, it will load in FONT\$ and then ask you for the name of the file to be listed to the printer. You must specify the device. For a cassette file, you may use "C:FILENAME" if you want the name of your program at the top of the listing.

LISTER will then read in your program and print it out. Be sure to leave the disk or cassette in place until the listing is complete (remember that long files are not all read in at once). If you want to print another program, you can do so without loading in FONT\$ again.



RESET GUARD FOR 600XL & 800XL

by Russell Crum

After accidentally catching the RESET key on my 800XL when I meant to press the OPTION key, I installed a simple guard on my computer. This accident is particularly likely to happen in ATARIWRITER when you use the Print Preview function. I found a 1-1/2 inch by 1/2 inch piece of rigid plastic. I attached this to my keyboard with two small pieces of double back foam tape. It is attached horizontally so that the lower edge just overlaps the top edge of the OPTION key. Now when I press the OPTION key I cannot accidentally catch the edge of the RESET key. It makes the RESET key slightly more difficult to access, but that's OK. Be sure to use the thick foam type of double back tape instead of the very thin type, or the spring pressure from the protruding special function keys will pry the safety strip loose.

```

0 REM Listing 1
2000 REM **D:DEFONT.BAS** by Ann McBain Ezzeil 1984
2005 REM Character set rotation routine adapted from "Rotating Fonts" by Sol Gruber, ANTIC Vol. 2, Number 10
2007 REM This program will save a file D:FONTSTRG - change line 6050 for cassette version or to use D2, etc.
2010 DIM FONT$(2048), ICC(127), CIOU$(7)
2015 REM ICC(I) holds internal character code for ASCII value I
2020 FOR I=0 TO 31:ICC(I)=I+64:NEXT I
2030 FOR I=32 TO 95:ICC(I)=I-32:NEXT I
2040 FOR I=96 TO 127:ICC(I)=I:NEXT I
2050 FONT$(1)=" ":FONT$(2048)=" ":FONT$(2)=FONT$:CIOU$="hhh"
2100 ? "K++>>DEFONT:";? "Define a string to hold a rotated";? "font for printing Atari graphics"
2110 ? "and inverse video characters to";? "your Gemini or similar printer."
2120 ? "The screen will go blank while FONT$";? "is being created to decrease the";? "execution time."
2130 POKE 752,1: ? "++>>PRESS ANY KEY TO CONTINUE"
2140 IF PEEK(764)=255 THEN 2140
2150 POKE 764,255
3000 REM get old values, rotate, and put into FONT$
3010 POKE 559,0:CHARSET=57344:NFONT=ADR(FONT$)
3020 FOR J=0 TO 1023 STEP 8:POKE 53279,0
3030 N=128:U=0:OFFSET=8*ICC(J/8)
3040 AB=PEEK(CHARSET+OFFSET+U):KK=0
3050 SP=NFONT+J+7-KK
3060 IF AB/2<>INT(AB/2) THEN POKE SP,PEEK(SP)+N
3070 AB=INT(AB/2):KK=KK+1:IF KK<8 THEN 3050
3080 N=N/2:U=U+1:IF U<8 THEN 3040
3090 NEXT J
4000 REM second half of FONT$ holds inverse video characters
4010 FOR I=0 TO 1023:REG=PEEK(NFONT+I):INV=255-REG:POKE NFONT+1024+I,INV:NEXT I
5000 REM find and replace 155's as needed with 154's
5010 FLAG155=0:POKE 53279,0
5020 FOR I=1 TO 2048:IF FONT$(I,I)=CHR$(155) THEN FLAG155=FLAG155+1
5030 NEXT I:IF FLAG155=0 THEN 6000
5040 DIM HOLD155(FLAG155-1):J155=0:POKE 53279,0
5050 FOR I=1 TO 2048:IF FONT$(I,I)=CHR$(155) THEN HOLD155(J155)=I:FONT$(I,I)=" ":J155=J155+1
5060 NEXT I
6000 REM use CIOU routine to store FONT$ - change for cassette version
6010 POKE 559,34: ? "K++Prepare storage device for FONT$ file.": ? "PRESS ANY KEY TO CONTINUE"
6020 IF PEEK(764)=255 THEN 6020
6030 POKE 764,255
6040 BA=ADR(FONT$):BAH=INT(BA/256):BAL=BA-BAH*256:BL=LEN(FONT$):BLH=INT(BL/256):BLL=BL-BLH*256
6050 OPEN #2,8,0,"D:FONTSTRG":POKE 866,11:POKE 868,BAL:POKE 869,BAH:POKE 872,BLL:POKE 873,BLH:POKE 874,8
6060 STORE=USR(ADR(CIOU$),32):CLOSE #2:POKE 752,0

```

```

0 REM Listing 2
10 REM **LISTER.BAS** by Ann McBain Ezzeil 1984
12 REM Uses FONT$ generated by DEFONT.BAS by AME - File D:FONTSTRG must be on disk in drive #1 to run LISTER
15 LIM=60:REM to read in 60 program lines at a time
20 DIM A$(120),OUT$(960),FONT$(2048),FILE$(14),HOLD$(LIM*120),SLEN(LIM),FONTPART$(128),CIOU$(7)
25 CIOU$="hhh"
30 FILE$=""
40 ? "For use ONLY with files that have";? "been LISTed to tape or disk."
40 ? "Enter filename to be LISTed to printer";? "(Specify device)":INPUT FILE$
45 IF FILE$(1,1)<>"D" AND FILE$(1,1)<>"C" THEN P=130:GOTO 1020
50 TRAP 1000:OPEN #2,4,0,FILE$
60 OPEN #3,8,0,"P": ? #3;"QWERTY": ? #3;FILE$: ? #3
65 ST=1:FOR IT=1 TO LIM:INPUT #2,A$:L=LEN(A$):HOLD$(ST,ST+L-1)=A$:SLEN(IT)=L:ST=ST+L:NEXT IT
70 ST=1:IF LIM=0 THEN 160
80 FOR IT=1 TO LIM:OUT$(1)=" ":OUT$(2)=OUT$:L=SLEN(IT):A$=HOLD$(ST,ST+L-1):ST=ST+L
90 FOR I=0 TO L-1:CH=A$(A$(I+1)):OUT$(I*8+1,I*8+8)=FONT$(CH*8+1,CH*8+8):NEXT I
130 REM print line
140 L5=L*8:HI=INT(L5/256):LO=L5-HI*256
150 ? #3;"L";CHR$(LO);CHR$(HI);OUT$;:NEXT IT
160 IF FLAG THEN 200
170 FOR IT=1 TO 61: ? #3;"L":NEXT IT:GOTO 65:REM blank lines between pages
200 ? #3: ? "LISTING COMPLETE.":CLOSE #2:CLOSE #3: ? "ANOTHER LISTING? (Y/N)":
210 OPEN #2,4,0,"K":GET #2,A:CLOSE #2:IF A<>9 THEN END
220 LIM=60:FLAG=0:GOTO 30
1000 REM check error
1010 P=PEEK(195):IF P=136 THEN FLAG=1:LIM=IT-1:GOTO 70:REM end of file
1020 ? "A":POKE 752,1:IF P=170 THEN ? "FILE NOT FOUND":GOTO 1200+LD
1030 IF P=130 THEN ? "SPECIFY 'C:' OR 'D:FILENAME'":GOTO 1200+LD
1040 IF P=138 THEN ? "DEVICE DOES NOT RESPOND":GOTO 1200+LD
1050 IF P=165 THEN ? "BAD FILE NAME":GOTO 1200+LD
1100 ? "ERROR H";PEEK(195);" AT LINE";PEEK(186)+256*PEEK(187)
1200 FOR W=1 TO 500:NEXT W:POKE 752,0:CLOSE #2:CLOSE #3:GOTO 30
1300 ? "UNABLE TO LOAD FONT$":POKE 752,0:END
2000 TRAP 1000:LD=100:BA=ADR(FONT$):BAH=INT(BA/256):BAL=BA-BAH*256:BL=LEN(FONT$):BLH=INT(BL/256):BLL=BL-BLH*256
2010 OPEN #2,4,0,"D:FONTSTRG":POKE 866,7:POKE 868,BAL:POKE 869,BAH:POKE 872,BLL:POKE 873,BLH:POKE 874,4
2020 INLOAD=USR(ADR(CIOU$),32):CLOSE #2:LD=0:RETURN

```

OSS-SOME

Here are some items from the October 1984 OSS Newsletter. This just might be the incentive needed for those of you who have been considering purchasing one of OSS's fine products. First, they are sponsoring a programming contest. At least three prizes of \$100 worth of OSS merchandise will be awarded. Here are the rules:

1. Your program must be written using ACTION!, BASIC X/L, or MAC/65. The best entry in each language will receive a prize.
2. Programs may not exceed 1K (1024) bytes in size. Size is as SAVED from BASIC XL or object code size for ACTION! and MAC/65; routines in ACTION! cartridge's built-in libraries do not count against you.
3. Because of the size limits imposed, OSS expects that most programs submitted will be games. If, in the sole opinion of the judges, a non-game program of exceptional merit is entered, a separate and equal additional prize may be made.
4. All programs submitted must be the original work of the author(s) and in the public domain. Neither the author nor OSS will claim copyright or any other rights.
5. Entries will be judged on user appeal (50%), originality (10%), meeting size restriction (10%), and use of the language (30%); assembly language routines in BASIC XL or ACTION! will be looked on with disfavor.
6. Programs may not have been previously published. OSS reserves the right to publish any program submitted in its newsletter or other public domain media, in which case the author will receive the standard non-commercial publishing award of at least \$25. Programs may be submitted to other publications after conclusion of the contest.
7. All entries must be postmarked not later than 12/31/84 and received by 1/7/85.
8. Miscellaneous: No purchase necessary. No special form needed to enter. Enter as often

as you wish. Programs must be submitted on disk or tape, which will not be returned unless a self-addressed mailer and postage are enclosed. Decision of judges is final. In case of ties, duplicate prizes will be awarded. Employees of and authors published commercially by OSS are not eligible. Winners will have to sign a form agreeing to the conditions imposed above.

As if the programming contest were not enough, OSS is also offering payment for published articles using or demonstrating OSS products. This means, for example, that if you write a program in ACTION! and your program appears in a recognized national magazine, you will not only receive the normal payment from that magazine; OSS will pay you an amount equal to what the magazine pays you. Similarly, articles published in a user group newsletter will be eligible for a minimum payment of \$25.

Restrictions: Articles cannot be construed to be reviews. Any magazine with 20,000 paid circulation automatically qualifies for the category (check with OSS about other publications). The yearly maximum per person for this plan is \$500.

Newsletters must be bonafide productions of recognized user groups. Generally, the newsletter must be four or more pages in length and have articles by at least three authors. Your article must be one page (8x11) or longer. No more than two payments per year will be made to any one author. If OSS choses to reprint an article, a second payment will be made.

Finally, OSS will also make a cash award of \$200 for the best printed article in either a commercial or user publication. The decision as to what constitutes "best" shall (what else) be at the sole discretion of OSS. The "contest" for this award will run from July through June (publication dates) and the award will be made by August 31st.

So, campers, get out your OSS products and start cranking out those programs and articles. When they are published, send a copy to OSS and wait for the fame and glory to start rolling in (also the bucks).

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MODEMS AND INTERFACES

by Kirk Revitzer

The first question you might ask when buying a modem is, "Do I need an interface?" Well, the answer is yes and no. Most modems, except the MPP and Atari, require some sort of interface. So, as far as interfaces go, we have two choices.

First we have the Atari 850. The 850 has four RS-232-C ports and one printer port. The 850 will handle virtually any modem. Just about all public domain and commercial software is written with the 850 in mind. So, at today's low prices, it's probably the best way to go. A word of caution, though. You may encounter difficulty using an 850 with an Atari-compatible printer with its own interface device. Some printers, such as Alphacom and Okidata's color printer, use a simulated type of 850. Your Atari could get confused trying to talk to more than one 850!

Next we have the R-Verter from Advanced Interface Devices. This handy little device, when I used it, did everything they said it would. It comes with a disk full of support utilities for modem and printer and will handle just about any modem except the Bell 212A. And there's even a way around that! With the use of their AUTORUN this interface was able to run all my 850 software using an Atari 830 acoustic modem and a Hayes 1200 Smartmodem. Yes, it will support AMIS.BBS.

As far as modems go, I have used the Hayes Smartmodem, MPP, and Atari 830.

The Hayes is a direct connect modem, meaning it plugs right into the modular phone jack. A regular phone is not required nor are there provisions for one. Connect status is displayed constantly by a set of LEDs on the face of the modem and it has a built in monitor speaker that cuts out when the carrier is established. The Smartmodem is smart in that it recognizes commands from the keyboard and displays results to the screen. It does not recognize dial tone or busy signals; that's all done through timing loops. The modem will

originate calls in either touch tone or pulse dial.

The MPP is a direct connect modem which does not require an interface. The modem connects to a modular phone jack and to joystick port 2 on ANY Atari computer. The modem comes with a Smart Terminal cartridge; however, I used the optional R: handler also available from MPP. With the AUTORUN.SYS R: handler most 850-based software will run.

Last on the list is the no-frills 830 acoustic modem. Using a standard desk phone, you dial the number of a BBS. When the distant modem answers, shove the handset into the rubber cups on top of the modem and away you go! The acoustic modem does nothing on its own; it's all up to you and your telephone. Since they are comparable in price, I'd stick with the direct connect.

So there ya go! Now, reach out and connect someone.

SHOW AND TELL

Try this little demo from Jim Wilson (author of last month's feature program).

```
*= $600
LOOP STX $D40A
STX $D018
INX
JMP LOOP
```

Did you know that you can change the screen colors on an Infocom adventure by leaving BASIC in and POKEing the screen colors after the READY prompt appears? Then call DOS to run the adventure. This tip comes to you from the message base of the Trading Post BBS.

The left margin for text screens is normally set to 2. If you are trying to squeeze a few more letters into your program lines, you can POKE 82,0 to set the margin to zero. This will give you 40-column lines and a full 120 characters per logical program line.

For neatness in screen displays, POKE 752 with any non-zero value. This will turn off the cursor. POKEing with zero will restore it.

THE RETURN KEY

by Daniel J. Ellis

I hate to do any stink flinging, especially in an election year, but sometimes it seems to perfume the air on its own. While the families of friends and relatives continue to run barefoot in the park, determining which company they own, or serve, "Big Blue" is making tracks like "Bigfoot." Their philosophy seems to be, "If we can't build the best computer, maybe we can make them think they build the worst!"

If you're wondering what I'm babbling about, try to remember the days before "Bigfoot" stepped in. A computer was a "Computer", known mostly by its name. There were "Apple" and "Radio Shack," and there was "Atari". Oh yes there was something called a "Vic." There were various other brands well worth mentioning, but they were more business-related, too expensive for the word "home." Now, it seems, we all own some kind of "P"ersonal "C"omputer! What happened to the "home" computer? I think I bought the last one in 1982! Let's go back a few years more...say 1979. I once heard a rumor: "Big Blue" isn't interested in the "home" computer market. Do you suppose that had anything to do with the thought that IBM invented the disk?

Rumor has it that Bigfoot is on the loose again! On the inside back cover of Infoworld's November issue, you'll find some fresh meat for the dogs. (It's True! Atari owners do read "Infoworld".) While Bigfoot is bleeding the "Blue" out of American pockets with its Japanese bed partner, it continues to set industry standards in a traditionally accepted way: Big Bucks and chiclet keyboards. Yes, there is truth to the fact that most of the public will buy it! Apple has proven that with the "MAC". Yet there's none known better in the home (not personal) market than the "Commodore". (Oooh! that makes me cringe!) While Apple proudly parades its single sided, slightly flexible, 3.5 inch floppy, Bigfoot is "Pondering" in the park. The adoption of a 3 inch double sided "cartridge" styled disk, manufactured by their Japanese lover, looks

quite appealing. And why shouldn't it? It's far superior in design and follows the Tradition of Excellence set by the original Atari engineers years before! In fact, right now, it's available for your Atari computer at an inexpensive price! How do I know this? Simple: I own one! It's called an Amdek. But I also work with three HP "Baby Hueys". You know, the ones with the "Fingertip" panels? (built for touch typists with ten inch fingers!) They have 3.5 inch disks.

My advice to you: Buy one, from Amdek. Now, before Bigfoot decides to kick up the price! Amdek also includes a free Centronics printer port and a start-up package containing "DOS XL" with added utilities from Amdek. The DOS version is complete with the instruction manual from OSS. (Hear that, Indus users?) A special merge program allows double density operation with the old Atari DOS if you prefer it. Here's the icing on the cake: a Shugart-type ribbon cable interface is built in for any 5.25 inch generic drive!! (See the review in ANTIC'S Aug. 84 issue)

"The Return Key" is written to support the idea that a computer should be "READY" when you first turn it on and not just "OK". That's the key return on your investment. **READY**

DO YOU KNOW YOUR ABC'S?

by Paul Wheeler

Not if you don't know which Atari BASIC you are using. There are now three different versions in use! A, B and C. There is an easy way to find out which version you have. Just PRINT PEEK(43234) and the value returned will indicate the version.

If the value is 162, you have version A; if it is 96, version B. For version C, the value should be 234. Version C is the latest and is considered to be bug-free. It can be had for \$15 from Atari, in chip form for the 400/800's and as a cartridge for the XL's. If you are still under warranty, it may be possible to get version C free of charge. Check with Atari Customer Support for full details.

GREETINGS FROM YOUR EDITOR...

Well, we made it through the first month together. Now the honeymoon is over. It's time for all of you to start getting involved in YOUR user group. With the way things are going out in sunny CA, MACE may be the only true Atari support you are going to have. We have a group of officers who are willing to work hard to make MACE the success it deserves to be, but we can't do it alone.

Specifically, we need resources. We need some knowledgeable people to be available at meetings to answer questions. We need members who are willing to spend some time writing for the Journal. We need programs, ideas, opinions, product reviews and informative articles. We need submissions for the disk and tape libraries. If you all sit back and wait to see what the new officers are going to do, you may find out that we eventually get tired of doing everything ourselves, and just stop doing it. We don't want this, and I'm sure that you don't either.

Some of you may feel that I am being premature in coming down hard on you so soon after the elections, and perhaps I am. I just want you all to know what you can expect from us (hard work and an honest effort to keep MACE going) and what we expect from you (the same). If all you want from MACE is to come to the meetings and be spoon fed, you might as well stay home and watch the computer shows on PBS. If you want an active, interactive user group, then come forward with your ideas and questions, your complaints and suggestions. Give us some idea of what YOU want MACE to be, or it may cease to be.

MACE UNCLASSIFIEDS

(These ads are available free of charge to MACE members. Your ad could be here!)

Atari 822 Thermal Printer for sale. Includes cable, paper and manuals. \$100.00. Call Steve at 333-7113 (evenings).

Casio PT-50 Electronic Keyboard for \$115. Call Mike at 272-0571 (evenings).

It's time for another...

M.A.C.E. Road Trip!

Last time we took a trip to Kitchener Ontario to attend a typical Canadian User Group meeting. About 300 kilometers (as the crow flies) or so. This time, though, we're talking big: Las Vegas. The Consumer Electronics Show, scheduled for the first week of 1985!

Plans are now to rent a van (or bus if there are a lot of us) and drive non-stop to Vegas for the show. You can pre-register for the show now - if you register on site, it'll cost you ten bucks. All costs (except those incurred at the tables!) will be split evenly. We ask that participants be at least 21 years of age. Tentatively we have planned the following:

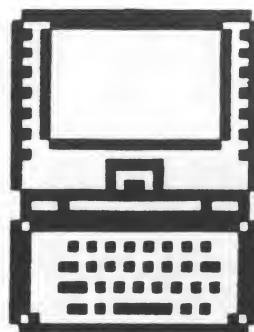
Leave Detroit, 9:00 AM Friday 1/4/85
Arrive Las Vegas, 2:00PM Saturday 1/5/85
Enjoy show Sat-Sun-Mon
Leave Las Vegas, 9:00 AM Tuesday 1/8/85
Arrive Detroit, 7:00 PM Wednesday 1/9/85

If you've never been to C.E.S. you don't know what you're missing. It is the largest show of its kind anywhere. And with Atari making their grand introductions of their new hardware, you'll want to be there for sure. So come on! Let's show Atari how strong MACE really is!

Tentative plans are to stay at the Circus Circus Hotel. The rates there are good, and it's in a good location. For further information, call Mike Lechkun at 978-8432.

For Sale: Atari 400 with Intec 48K board, MPP printer interface cable, In-Home Keyboard and original keyboard, plus Rally Speedway cartridge (by IDSI). Best offer. Call 532-3634 (days or evenings.)

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CASSETTE CORNER

by Mike Landis

I would like to start off by thanking the many members who took the time to stop by the Cassette Library. I learned a lot from the suggestions that you gave. Next month we will be introducing several of your ideas!

One comment was made many times, and it always came out the same: "A friend of mine is looking for a program to do...". Amazing as it seems, we found every program that their friends were looking for. I would like to know if there is anyone out there looking for a program to do...? As a matter of fact, the cassette library has over 500 programs to choose from. If you can't find the exact program you need, almost 90% of these programs can be modified to work for anyone.

Do you know one of the best things about this public domain software library? You say you don't know? Well, take a minute to stop by and ask! We will be happy to let you in on the secret.

As you know, last month we started monthly specials. Well, we knew we had a good idea, but we didn't know it was that good! We flew through the tapes on hand and took mail orders. Since it went so well, we decided to run the same special this month, but we are stocking more tapes!

Tape R: Utility Programs
Tape V: Adventure Games
Tape K: Educational Software

Just like last month the price is 3 tapes for \$10.00. That's less than you would pay for blank tapes!

We are still adding new tapes to the library, but we are also reducing our current stock of tapes. You can take home 5 tapes for \$15.00. Now, how can you pass up a deal like that?

A hint from one of our members: Before you attempt to load a program from your program recorder, follow these simple steps:

1. Clear the computer's memory.
 2. Type in LPRINT and press RETURN. (This will clear the buffer.)
 3. Then CLOAD the program in.
- To ensure a good load, periodically clean the tape heads with a good cassette cleaning system.

If you have any hints that you have found to work, stop on by and bend my ear for a while.

I always have time for helpful hints! Thanks again and remember, it takes each of us to make this the best users group in the galaxy!



MACE GROUP OFFERS

MACE Journal readers can take advantage of a couple of special group offers this month. Only certified checks or money orders will be accepted (NO personal checks). You can send your orders to the MACE P.O. Box or pay in person at the next meeting (December 18th). All funds will be held until the offer closes; if we do not receive enough orders, your check or money order will be returned. Here are this month's offers:

LOGOVILLE BOARD GAME (see review in this issue)

Minimum group order: 10 games
Special price: \$11.65 plus \$2.00 shipping (reflects 10% discount)
Closing date: December 18th

ALPHACOM 42 CONSUMER PACKAGE

Includes: 40 column thermal printer with direct connect intelligent interface cable (does not require 850), built in ATASCII character set, XL compatible; 1 roll of thermal paper; Owner's Manual; AC power adaptor. MACE will receive public domain software to create screen dumps from graphics tablets.

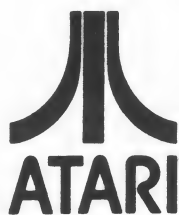
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Special price: \$59.95

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Closing date: December 18th

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[This editorial appeared in slightly different form on BUNKY'S BOARD and is printed here by permission of the author. Expressions of opposing viewpoints may be sent to the MACE Journal Editor.]

A DIATRIBE ON THE WAR AGAINST PIRACY

by Hugh McLean
Sysop, BUNKY'S BOARD
(313) 541-5586

DISCLAIMER—This editorial is not in any way representative of MACE, any other organization, club, or ethical group, and does not represent any position of local BBS sysops or user groups. The arguments and suppositions contained in this article are entirely the opinion of the author.

The word "pirate" is a rather nasty sounding word, indicative of a rogue of the high seas who pillaged, looted, raped and stole anything that he could find... plundering gold, jewels, women, ships and cities, and in general acting like an uncouth, uncivilized, ruthless barbarian. The word "pirate" is also used to describe someone who engages in unlawful copying, selling, and distribution of literary material or other copyrighted work. The word as applied to computers reflects the idea that the swapping of copyrighted programs is akin to the pillaging of the Queen's private ship; that it is highly illegal and deserving of at least the death penalty. And indeed, it may be illegal, as it does appear to violate the copyright laws of our land. But whether the deed is intrinsically illegal or immoral is not the issue for me.

I hear the bellicose voice of self-esteeming justice declaring the alleged purism of the righteous, that "trading games" is strictly verboten, and that you are only hurting yourselves by being part of this clandestine movement of pilfering programs. As a stockholder of Warner Communications, I can appreciate the fact that profits are considerably reduced by people who do not purchase programs at the local computer store,

or do not play the games at the local video arcade. It should be against the law to play a computer game at home that you didn't pay at least \$50 for. After all, you have to consider the poor bit twiddlers who make their livings creating games for the gullible, inane public to play.

I'm prejudiced, I guess. I don't like to see "piracy" going on either, but the pirates that I refer to are the people who think that the American public is some kind of "Golden Goose" with a golden egg, just ready to be plucked... and the bigger the egg, the better. They don't mind slitting throats, corporate-wise. The recent demise of Texas Instrument Computers I believe was a result of undercutting computer prices to kill the competition while making it up by means of overpricing software. So what if Atari, Coleco, etc. make a windfall profit? The good ole goose can afford the added cost. Anyway, she is too stupid to know differently. Charge as much as you can while the market is there; the customer will pay, and forget what he paid when the "new models" come out and you reduce the price. Gouge while you can, and convince the public that it is really getting a deal.

This sysop says that the real pirates are the ones who rip you off in the store, by charging five times the price the program is really worth. You can't convince me that if the price of software were equivalent to the price of a good book or record, the problem of pirating would even exist. Most people would go to the store and buy programs for \$10-15, but when the price is inflated to \$50, they go elsewhere.

I don't go along with ATARI's philosophy on selling software, but I think the real pirates are in the corporate offices of the software companies. Do you really think that a bit twiddler is starving because his software is being traded? Does it take less time to write a book or compose a piece of music than it does to write a game? You can buy a book which took one year to write for under \$5, and you can buy an album or tape for under \$10. If the price of software were where it should be, relative to everything else, the volume of sales would go up, the bit twiddler wouldn't see any difference in his income, and illicit swapping of programs would be diminished considerably.

LOGOVILLE

A REVIEW

by Ann McBain Ezzell

Logo has reached a high level of popularity as a programming language for children. Many school systems have a version of Logo for classroom use, from the single-keystroke "Instant Logo" to full-fledged versions like Atari Logo. One of its prime attractions is the turtle, which can carry out commands like "FORWARD 50" and "RT 90" to make drawings on the screen. Logo does have many other powerful abilities, among them recursion and list-processing, but an introduction to the language is very likely to be through the eyes of the turtle.

One of the problems of teaching Logo (or any computer language, for that matter) in the classroom is that there are usually far more students than computers. Fortunately, Logo lends itself to such off-the-computer activities as making "turtle emulators" out of walnuts and construction paper, or having students act out the turtle commands themselves. Now Logo teachers have another activity available to them: Logoville, a board game by Dr. Brian Campbell. Featuring Tuttle the Turtle and his family, this game is designed to help children learn the Logo language by teaching twelve of the most commonly used turtle graphics commands. It is recommended for children of ages 5-12.

Logoville comes professionally packaged in a brightly colored box adorned with pictures of Tuttle and friends enjoying themselves at the beach. Included are a 21" square gameboard (sturdy enough to withstand the attentions of my twenty-pound daughter), 14 Mystery Square Cards, 4 playing pieces, a die and shaker cup, and an illustrated instruction booklet. The oval playing pieces are printed on one side with a turtle bearing a triangle on his back and on the other with an empty shell. The triangle ties in with the cursor shape generally used for Logo; the empty shell is used to demonstrate the HIDETURTLE command. The die is printed with the commands "FD 1" (FORWARD 1) through "FD 6" and could be

replaced by a standard gaming die if lost.

The gameboard and rules of play resemble those of the old standard "Chutes and Ladders". The object of the game is to be the first to get your turtle from square #1 in the lower left-hand corner to square #96 (END) in the upper left-hand corner. Moves are determined by rolling the die and advancing the indicated number of squares, thereby zigzagging your way up the board. Slightly more than half of the squares contain commands; this is where the learning comes in. For example, if your first roll is FD 3, you will land on HT (HIDETURTLE) and turn your playing piece to show the empty shell until you land on an ST (SHOWTURTLE) square. Your opponent might be lucky enough to throw FD 5, which would land her on REPEAT and let her advance five more squares.

All is not rosy in Logoville, however. At some point you might land on BK 4 (BACK 4) or (gasp) the dreaded BUG, which will slow you down while your opponents enjoy an extra turn. You could be forced to scurry HOME (the middle of the board), which is fine if it happens when you're at the bottom of the board, but frustrating when you are just a few squares away from winning. (Such is life. Who among us has never had to abandon the Ultimate Program to go cook dinner?) You might even land on CS (CLEARSCREEN), which sends everyone back HOME.

The two Mystery Squares add some charming interest to the game. Landing on one of them will let you choose a Mystery Square Card, which might tell you: "FD 7 Tuttle got a scholarship to MIT", "BK 5 Tuttle ran out of computer paper", or (my personal favorite) "MISS ONE TURN Tuttle hit the RESET button" ("Oh no!" says Tuttle.) Each of these cards has an appropriate picture of Tuttle to illustrate what is written on the card.

For the most part, the commands which Logoville sets out to teach are presented in a clear manner and closely parallel the actual Logo commands. There are two exceptions, however; one minor and one which could lead to confusion when children actually start using Logo on a computer. The minor inconsistency is that the instructions tell you to remove

your playing piece from the board if you land on the PU (PENUP) square. If you are simply passing over this square, you must lift your piece off the board, then put it back down when you reach the PD (PENDOWN) square, which is more in line with what happens in Logo. Again, this is a minor problem, and could easily be handled by changing the rules when you play.

A more serious inconsistency exists in the LT 90 (LEFT 90 degrees) and RT 90 commands. When landing on one of these squares, you turn your piece in the indicated direction and take your next move perpendicular to the normal course of motion. However, you then must realign your turtle to follow the regular path. In Logo, your turtle never changes its direction without a specific command, and a LT 90 or RT 90 would leave it at a right angle to its original heading. Clearly, if Logoville handled its turns in this fashion, the turtles could end up wandering aimlessly over the board and the game would have to be thoroughly revised. I think that anyone using this game should make a point of explaining the difference between the way Logoville treats turns and the way that Logo turtles really behave.

In spite of the problem with the turn commands, Logoville is an excellent introduction to the Logo language, and a fun game to play in its own right. It would be a useful addition to any classroom or home with young children who are learning Logo. Clearly, a lot of thought has gone into its production, and the result is a professional package well worth the price. I am looking forward to seeing future educational computer products from this company.

Logoville is available for \$12.95 plus \$2.00 shipping from:

Tuttle Products
P.O. Box 26981
Tamarac, FL 33320-6981

MESSAGE BASE

Daniel Ellis would like to know if anyone knows of a way to use the new Amdek 3" disk drive as drive 1, but still use programs such as Text Wizard, which must be booted, on drive 2.

Someone at the last MACE meeting was looking for an algebra tutorial or drill and practice program. Does anyone know of one that's good? Is anyone willing to write one for the Journal or MACE library?

There has been a suggestion that one of you hardware hackers develop an adapter to run 2600 VCS cartridges on Atari 400/800/XLs. It ought to be possible, since there is such an adapter for the 5200, which is just a computer in game machine clothing.

Software Library of Westland is sponsoring Computer Fest on Sunday, December 16th at the Southfield Civic Center (10 1/2 Mile and Evergreen). Hours are from 9 am to 5 pm. They have generously offered free exhibit space to MACE. Attendance is expected to be in excess of 4000. There will be exhibitors showing Atari hardware, software and accessories.

By the way... Atari finally did come across with the \$500 check that they promised us after not showing up for Taricon '84.

DECEMBER MEETING AGENDA

Our Program Coordinator Scott Garland says to expect the following at the December 18th Christmas Party meeting:

- Business meeting
- Atari Touch Tablet demo
 - Mitchell Rhode
- Sorcerer by Infocom demo
 - Scott Garland
- Business software demo
- Door prizes

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NEXT MEETING: 11/20/84 7:00 PM

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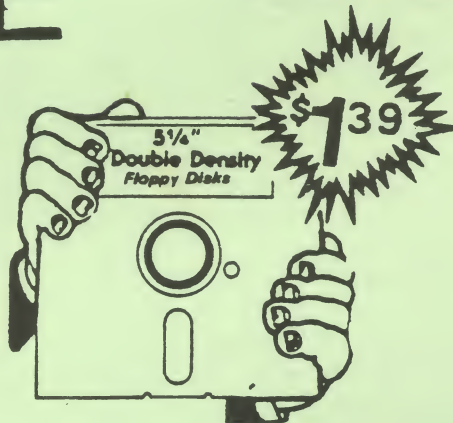
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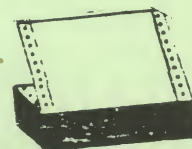
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